

**In the Specification** (Clean copy as amended)

**Please replace first paragraph on page 1 with the following:**

21  
This application is a continuation-in-part of co-pending application serial number 09/065,119 filed April 23, 1998, titled DOLL'S CLOTHING now US Patent No. 6,227,930, the entire disclosure including drawings of the co-pending application is incorporated herein by reference.

**Please replace the second paragraph on page 7 with the following:**

22  
One embodiment of the present invention provides a method of manufacturing a doll's garment, comprising molding an elastomeric material or rubber. Preferably, the garment is injection molded. However, any method by which elastomeric or rubber material having the parameters described herein can be formed into the garments described herein is within the spirit and scope of the invention.

[ **Please replace the last paragraph on page 7 with the following:** ]

23  
Another embodiment of the invention provides a play set comprising a doll 10 having at least one articulated body part 50 and at least one garment for the doll, the garment(s) being made from an elastomeric material or rubber. The play set may also include garments that are clipped to the doll 10 or to other garments.

**Please replace the first and second paragraphs on page 8 with the following:**

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The doll 10 of the invention is preferably bendable at least in part by being articulated at isolated locations or by having continuously flexible parts. The degree of movement may go beyond that which is realistic or natural, so that a child may dress and

undress the doll easily. Doll parts may be positioned and repositioned, with and without garments provided thereon.

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An articulated doll may be jointed at the shoulders, hips, waist, neck, head, ankles, wrists, elbows and/or knees. It is also possible for the doll 10 to be articulated at points where joints are not naturally located to provide additional flexibility to facilitate dressing and undressing the doll. The junctions of articulated parts 50 may be exposed or, for a more realistic appearance, they may have a continuous coating that conceals the joint while allowing desired movement. Any combination of articulated parts is within the spirit and scope of the invention.

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**Please replace the paragraph bridging between pages 8 and 9 with the following:**

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24  
The clothing may be designed so that it is possible to turn the particular garment inside-out. This has the advantage of still being able to be donned, but with new colors and/or decoration and/or detailing. Such a feature would be applicable to, for instance, hats 28, jackets 30 and pants 34. It also could be applied to the other coverings discussed, such as second skins.

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**Please replace the last two paragraphs on page 9 with the following:**

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A particular embodiment of the invention includes the doll having one or more body parts removable at the point of articulation 50. FIG 4D depicts a male doll with a removable head 90. Removable body parts allow garments of many design dimensions to be easily dressed on and removed from the doll, particularly for smaller children. For example a garment having a neckline diameter smaller than or substantially similar to the

head diameter will be more easily fitted on the doll if the head is removed. Removable arms, legs, feet and hands will similarly facilitate dressing and undressing of the doll.

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To further facilitate dressing of and removing the garment from the doll an embodiment of the invention includes garments having one or more slits 60 as depicted in FIGS. 5B and 5D. The slit(s) 60 is preferably in the back of the garment. However, slits 60 may be placed anywhere in the garment that would facilitate dressing and undressing of the doll. A slit having a length in the range of about 10% to about 50% of the length of the garment is preferred. Lengths shorter than this may not adequately enhance the ease by which the doll may be dressed or undressed. Slits 60 longer than this may cause the garment to gape open. Preferably the slit(s) 60 has a closed end forming a radius to prevent tearing. However, any reinforcing method may be used that does not adversely limit the flexibility of the garment. FIGS. 5A and 5C depict the doll 10 of FIGS. 2A-2F fitted in garments (20-34) having slits 60.

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**Please replace the last paragraph on page 10 with the following:**

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26  
Parent Application Serial No. 09/065,119 provides a preferred embodiment of garments adapted to dolls having a size of less than 8 cm (3.1 in). However, the doll 10 may be any size but is likely to be found most appealing to children when in the range of about preferably 4 cm (1.6 in) to about 30 cm (11.8 in). Dolls 10 in the range of above 8 cm (3.1 in) to about 32cm (12.6 in) may be easiest for small children to dress and undress. Dolls 10 in the range of about 29 cm (11.4 in) to about 32 cm (12.6 in) are generally suitable for imaginative play involving repeatedly changing garments. Dolls 10 of the following approximate height/width ratios are suitable for children of a wide age

range: for female dolls 4.3:1, 4.1:1, 3.9:1 and 3.8:1 wherein, for example, the dolls may have heights of about 29.2cm (11.5 in), 9.5cm (3.7 in), 18cm (7.1 in) and 4.6cm (1.8 in), respectively; for male dolls about 3:1, 3.1:1, and 2.9:1 wherein, for example, the dolls may have heights of 7.2cm (2.8 in), 8.5cm (3.3in) and 13cm (5.1 in), respectively. These proportions and/or sizes are generally more realistic than popular dolls on the market today. Additionally, dolls of these proportions and/or sizes with flexible garments adapted to be dressed thereon, fitted thereto and removed therefrom are not generally seen in today's market and will be a fun change for children. All embodiments of the invention are applicable to dolls of any shape and size, and further to male, female, human, nonhuman and fanciful figures. Fanciful figures may include, but are not limited to, superheros, monsters, robots and cartoon characters. Dolls may be formed having sculpted hair or rooted hair. Although rooted hair requires additional manufacturing process steps, it provides a more realistic doll.

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**Please replace the first paragraph on page 11 with the following:**

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FIGS. 1A to 1G show various injection-molded garments for a doll 10 approximately 4cm in height. However, the garments may be fabricated for use with dolls of any size. More specifically, FIG. 1A shows a dress 20, FIG. 1B a pair of dungarees 22, FIG. 1C a gown 24, FIG. 1D a jacket 30 and a skirt 32, FIG. 1E a vest 36 and skirt 32, FIG. 1F a jacket 30 and a pair of slacks 34 and FIG. 1G a hat and a coat. The garments may further include T-shirts, swim wear, pants, pajamas, suits, shirts, coats, shorts, cloaks, capes, uniforms, hats, shoes, helmets, armor and scarfs. Garments may also be those from any of the following categories: athletic wear, evening wear,

uniforms, casual wear, sleep wear, business attire, school wear or costumes. The garments may be styled for a particular type or character of doll. For example, a film star, recording star or teenage doll may have garments reflecting such identities. FIGS. 6A-6C depict a glamorous doll 10 and a garment (gown 20) designed to reflect that which a glamorous character, such as a film star would wear. Garments may comprise a combination of two or more articles which would typically exist as separate articles. For example, as shown in FIG. 4B, a sock and shoe 36 may be molding to form a single garment.

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**Please replace the paragraph bridging between page 11 and 12 with the following:**

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The garments are molded from elastomeric materials or rubber and are therefore noticeably flexible and elastic, which provides a high degree of realism as compared with prior art garment-simulating articles. The realism may be further enhanced by decorating the garment using paint, varnish, glitter, or other coatings compatible with the elastomeric or rubber material. Some examples of other coatings include color-change or glow-in-the-dark coatings. In a particular example, the garments are molded from clear Kraton and painted with a paint of which the modulus of elasticity is compatible with that of the Kraton. Additionally, details may be provided by the molding process. Integrally molded details provide greater garment durability compared to garments having details applied after their formation. Attached features may separate from a garment, especially if the garment is stretched as would be the case when donning an elastic-type garment on a doll. Integrally molded details stretch with the garment and therefore, will not undergo

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stress that may lead to separation. Details may include but are not limited to, items found on clothing such as belts 72, buttons 74 and collars 76, animal features such as horns or beaks, or robot components such as lights and buttons (not shown). It will be understood by those skilled in the art that molding processes will allow nearly any type of detail imaginable to be molded integrally with the garment.

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**Please replace the first and second paragraphs on page 12 with the following:**

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FIGS. 2A and 2F show a three-dimensional doll 10 which is approximately 4cm in height. The doll 10 is assembled from injection-molded plastics components and is articulated at the shoulders 50a, hips 50b and knees 50c.

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FIGS. 3A to 3F show the doll 10 of FIGS. 2A to 2F after fitting of the garments shown in FIGS. 1A and 1F respectively. Due to their elasticity, the garments can be fitted in a life-like way, i.e., jackets are donned "arms first" and dresses, trousers and skirts are stepped into. However, upper garments may be more easily donned over the feet due to the diameter of the doll's head and the usual positioning of the arms. Once clothed, the doll's limbs can still be moved. The garments are easily interchanged, even by younger children. One garment can be donned over another, for example a jacket 30 over a dress 20 or a vest 36 over a shirt. Garments not generally worn on top of one another may be layered to provide a child with additional fun and creative opportunities. For example, athletic wear may be donned under formal wear or vice-versa.

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**Please replace the paragraph bridging between page 12 and page 13 with the following:**

212  
In addition, the term "garment" as used in this specification should be understood to include any flexible article which can be fitted to the external surface of a doll or on top of other garments, including second skins 40. Skins 40 are garments that transform a doll 10 into a different character or into an object. For example, skins 40 may resemble other animals, creatures or objects such as rocks, flames, bones or the like.

**Please replace the first paragraph on page 13 with the following:**

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FIGS. 7A-7C and FIGS. 8A-8C depict human dolls 10 and garments in the form of skins 40 to transform the dolls 10 into a robot and a werewolf character, respectively. Both the doll 10 and the skin 40 may have any real or imaginary character. For example, an animal doll may be fitted with a human skin or superhero skin or a human doll may be fitted with an animal skin or a skin depicting an object. Skins may also be donned one on top of another or over or under clothing-like garments. For example, pants and tops may be placed over an animal skin, an animal or object skin may be placed over a clothed doll, or a human doll may be dressed with two or more skins. The possibilities are numerous and promote a child's use of his/her imagination and allow a child to delight in the surprise of exposing a hidden form, outfit, character or object. The skins may be designed to cover some or all of the doll, depending on the transformation desired. Skins may conform to a specific doll shape or may be of ample size and shape to fit a variety of doll forms.